MODEL *COLLABORATIVE REAL-WORLD ANALYSIS* BERBANTUAN *VIDEO AND INTERFACES ANALYSIS* UNTUK MEMBEKALKAN KREATIVITAS, KEMAMPUAN MENGANALISIS, DAN KEMAMPUAN MEMECAHKAN MASALAH

DISERTASI

Diajukan Sebagai Salah Satu Syarat untuk Memperoleh Gelar Doktor
Kependidikan dalam Bidang Pendidikan Ilmu Pengetahuan Alam

Oleh:
Thoha Firdaus
1603222

PROGRAM STUDI
PENDIDIKAN ILMU PENGETAHUAN ALAM
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Oleh
Thoha Firdaus
Dr. Universitas Pendidikan Indonesia, 2021
M.Pd.Si. Universitas Ahmad Dahlan, 2015

Sebuah Disertasi yang diajukan untuk memenuhi salah satu syarat memperoleh gelar Doktor Pendidikan pada Program Studi Pendidikan Ilmu Pengetahuan Alam

HALAMAN PERSETUJUAN

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DISERTASI
Diajukan untuk Sidang Tahap 2
Telah Disetujui oleh Tim Disertasi

Promotor

Prof. Dr. Ida Hamidah, M.Si.
NIP. 196809261993032002

Ko- Promotor

Prof. Dr. Wawan Setiawan, M.Kom.
NIP. 196601011991031005

Anggota

Dr. Ida Kaniawati, M.Si.
NIP. 196807031992032001

Mengetahui
Ketua Program Studi Pendidikan IPA

Dr. Ida Kaniawati, M.Si.
NIP. 196807031992032001

ABSTRAK

Tujuan penelitian ini untuk menghasilkan model pembelajaran *Collaborative Real-World Analysis* (CReW-A) berbantuan *Video and Interfaces Analysis* (VIA) untuk membekalkan kreativitas, kemampuan menganalisis, dan kemampuan memecahkan masalah pada mahasiswa calon guru fisika. Metode yang digunakan adalah *design and development research* (DDR). Instrumen yang digunakan adalah rubrik penilaian kreativitas, tes kemampuan analisis dan kemampuan memecahkan masalah. Hasil dari penelitian ini diperoleh bahwa; 1) model pembelajaran CReW-A berbantuan VIA memiliki karakteristik pembelajaran dunia nyata yang didesain dengan tahapan yaitu *apperception, introduction, explanation, exercise, presentation,* dan *reflection.* Model CReW-A ini dapat diterapkan di jenjang pendidikan menengah dan tinggi jika pembelajarannya fokus pada analisis gejala atau fenomena dunia nyata. 2) Hasil uji implementasi, skor rata-rata kreativitas mahasiswa dengan indikator *originality, elaboration, fluency,* dan *resistance to premature closure* adalah 93,5 atau dengan kriteria sangat baik. 3) Kemampuan menganalisis didapatkan nilai N-Gain sebesar 0,65 atau dengan kriteria sedang, dan nilai *effect size* sebesar 3,93 dengan kriteria kuat. Sedangkan, 4) kemampuan memecahkan masalah didapatkan nilai N-Gain sebesar 0,62 dengan kriteria sedang, dan nilai *effect size* sebesar 2,84 dengan kriteria kuat. 5) Mahasiswa memberikan respon positif terhadap keterlaksanaan model CReW-A berbantuan VIA. Berdasarkan hasil di atas dapat disimpulkan bahwa model CReW-A berbantuan VIA efektif digunakan untuk membekalkan kreativitas, kemampuan menganalisis, dan kemampuan memecahkan masalah.

Kata Kunci: kreativitas, memecahkan masalah, analisis, CReW-A, VIA

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